

TITLE 65 STATE LOTTERY COMMISSION

LSA Document #03-200(E)

DIGEST

Temporarily adds rules concerning instant game number 709. Effective July 15, 2003.

SECTION 1. The name of this instant game is “Instant Game Number 709, 5 CARD POKER”.

SECTION 2. Instant tickets in instant game number 709 shall sell for five dollars (\$5) per ticket.

SECTION 3. (a) Each instant ticket in instant game number 709 shall contain twenty-five (25) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions shall appear in a matrix of five (5) rows and five (5) columns. The rows shall be labeled “Row 1”, “Row 2”, “Row 3”, “Row 4”, and “Row 5”. The columns shall be labeled “Column 1”, “Column 2”, “Column 3”, “Column 4”, and “Column 5”. A legend containing play symbols and prize amounts shall appear above the game play data area.

(b) The columns shall consist of the following possible play symbols and play symbol captions:

(1) A playing card ♠ with the number 2

TWOSP

(2) A playing card ♠ with the number 3

THRSP

(3) A playing card ♠ with the number 4

FORSP

(4) A playing card ♠ with the number 5

FIVSP

(5) A playing card ♠ with the number 6

SIXSP

(6) A playing card ♠ with the number 7

SVNSP

(7) A playing card ♠ with the number 8

EGTSP

(8) A playing card ♠ with the number 9

NINSP

(9) A playing card ♠ with a letter [*sic.*, the number] 10

TENSP

(10) A playing card ♠ with a letter “J”

JACSP

(11) A playing card ♠ with the letter “Q”

QUESP

(12) A playing card ♠ with the letter “K”

KNGSP

(13) A playing card ♠ with the letter “A”

ACESP

(14) A playing card ♣ with the number 2

TWOCL

(15) A playing card ♣ with the number 3

THRCL

- (16) A playing card ♣ with the number 4
FORCL
- (17) A playing card ♣ with the number 5
FIVCL
- (18) A playing card ♣ with the number 6
SIXCL
- (19) A playing card ♣ with the number 7
SVNCL
- (20) A playing card ♣ with the number 8
EGTCL
- (21) A playing card ♣ with the number 9
NINCL
- (22) A playing card ♣ with a letter *[sic., the number]* 10
TENCL
- (23) A playing card ♣ with a letter “J”
JACCL
- (24) A playing card ♣ with the letter “Q”
QUECL
- (25) A playing card ♣ with the letter “K”
KNGCL
- (26) A playing card ♣ with the letter “A”
ACECL
- (27) A playing card ♥ with the number 2
TWOHT
- (28) A playing card ♥ with the number 3
THRHT
- (29) A playing card ♥ with the number 4
FORHT
- (30) A playing card ♥ with the number 5
FIVHT
- (31) A playing card ♥ with the number 6
SIXHT
- (32) A playing card ♥ with the number 7
SVNHT
- (33) A playing card ♥ with the number 8
EGTHT
- (34) A playing card ♥ with the number 9
NINHT
- (35) A playing card ♥ with a letter *[sic., the number]* 10
TENHT
- (36) A playing card ♥ with a letter “J”
JACHT
- (37) A playing card ♥ with the letter “Q”
QUEHT
- (38) A playing card ♥ with the letter “K”
KNGHT
- (39) A playing card ♥ with the letter “A”
ACEHT
- (40) A playing card ♦ with the number 2
TWODM
- (41) A playing card ♦ with the number 3
THRDM
- (42) A playing card ♦ with the number 4
FORDM

- (43) A playing card ♦ with the number 5
FIVDM
- (44) A playing card ♦ with the number 6
SIXDM
- (45) A playing card ♦ with the number 7
SVNDM
- (46) A playing card ♦ with the number 8
EGTDM
- (47) A playing card ♦ with the number 9
NINDM
- (48) A playing card ♦ with a letter *[sic., the number]* 10
TENDM
- (49) A playing card ♦ with a letter “J”
JACDM
- (50) A playing card ♦ with the letter “Q”
QUEDM
- (51) A playing card ♦ with the letter “K”
KNGDM
- (52) A playing card ♦ with the letter “A”
ACEDM

SECTION 4. The holder of a ticket in instant game number 709 shall remove the latex material covering the twenty-five (25) play symbols and play symbol captions. Play symbols have the value designated on the face of the playing card except that those with “J”, “Q”, and “K” shall have a value of ten (10) and those with “A” shall have a value of eleven (11). A player who exposes a poker hand designated on the legend shall win the associated prize(s) on the legend. The winning play symbols, total prize amounts, and number of winners in instant game number 709 are as follows:

Number of Winning Hands and Play Symbols of Prizes	Total Prize Amount	Approximate Number of Winners
1 – pair of 10s or better	\$5.00	448,800
2 – pair of 10s of <i>[sic., or]</i> better	\$10.00	20,400
2 – pair	\$10.00	20,400
1 – pair of 10s or better + 2 pair	\$15.00	20,400
2 – pair	\$20.00	10,200
2 – pairs + 1 pair of 10s or better	\$25.00	20,400
3 – pair of 10s or better + 2 – pair	\$25.00	20,400
1 – three of a kind	\$25.00	20,400
1 – pair of 10s or better + 1 – three of a kind	\$30.00	5,950
3 – 2 pair	\$30.00	5,950
4 – pair of 10s or better + 2 – pair	\$30.00	5,950
2 – three of a kind	\$50.00	3,570
5 – 2 pair	\$50.00	3,485
1 – straight	\$50.00	3,400
2 – straight	\$100	2,550
4 – three of a kind	\$100	2,550
1 – flush	\$100	2,550
5 – flush	\$500	170
1 – full house	\$500	170
2 – full house	\$1,000	17
1 – 4 of a kind	\$1,000	17
1 – 4 aces	\$5,000	10

1 – straight flush	\$10,000	6
1 – royal flush	\$50,000	4

SECTION 5. (a) There shall be approximately two million (2,000,000) instant tickets initially available in instant game number 709.

(b) The odds of winning a prize in instant game number 709 are approximately 1 in 3.30.

(c) All reorders of tickets for instant game number 709 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order.

SECTION 6. The last day to claim a prize in instant game number 709 is July 31, 2004.

SECTION 7. SECTIONS 1 through 6 of this document expire August 31, 2004.

LSA Document #03-200(E)

Filed with Secretary of State: July 15, 2003, 5:00 p.m.